EA SPORTS™

RUGBY

Precautions

• This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it. • This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2. • Read the PlayStation®2 Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®2 always place it with the required playback side facing down. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

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See back page of this manual for Customer Service Numbers. and Games Hotline Numbers.

SLES-50220

1 - 2 Players • Memory Card (8MB) (for PlayStation®2) : 296KB minimum • Vibration Function Compatible

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Starting the Game

1. Set up your PlayStation®2 computer entertainment system according to the instructions in its instruction manual. Attach game controllers and other accessories, as appropriate.
2. Make sure the MAIN POWER switch (located at the back of the console) is turned ON.
3. Press the ⏻/RESET button. When the power indicator lights up, press the ⏏ button. The disc tray opens.
4. Place the *EA SPORTS™ RUGBY* disc on the disc tray with the label side facing up. Press the ⏏ button again and the disc tray closes.
5. Follow the on-screen instructions and refer to this manual for information on using the software.

It is advised that you do not insert or remove accessories or memory cards (8MB) (for PlayStation®2) once the power is turned on. Make sure there is enough free space on your memory card (8MB) (for PlayStation®2) before commencing play.

Note: Any previously saved Options data is automatically loaded from the memory card (8MB) (for PlayStation®2) in MEMORY CARD slot 1 upon boot-up.

Note: The Analog function of the analog controller (DUALSHOCK®2) can only be used during the replay feature and not to control players in-game or to navigate the options menus.

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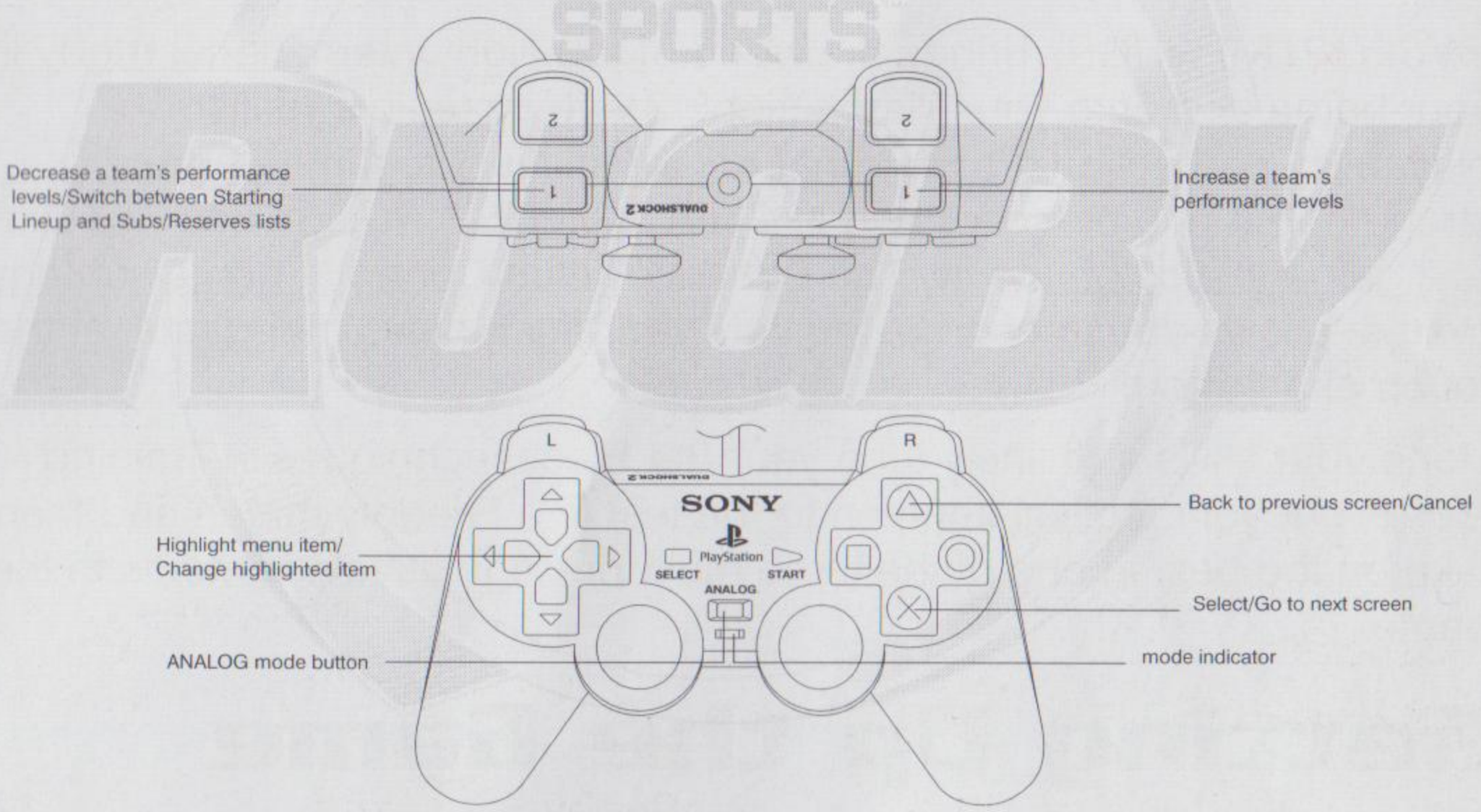
Basic Command Summary

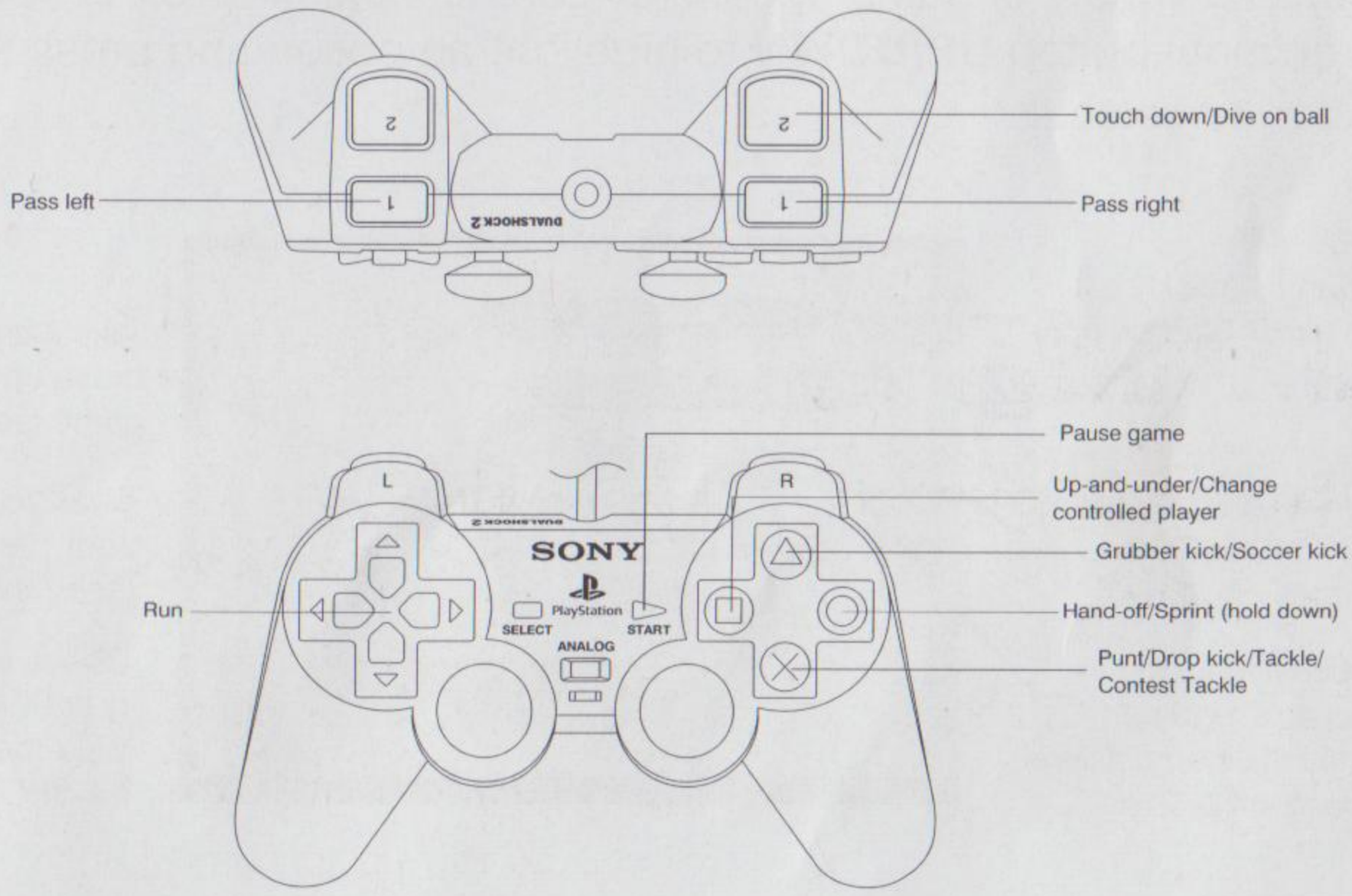
Menu Controls

Navigate the menus in *EA SPORTS™ RUGBY* using the following controls:



Game Controls

These are the controls for the basic actions performed in open play during a match (for a list of complete controls, see *Complete Game Controls* on p. 7).



Note: When within diving distance of the opposition's in-goal area, press any button to score a try.

Note: Pick up the ball by running over it.

Introduction

Nothing can match the spectacle of an international rugby game. The grace of a perfectly-timed run, the slick handling of passes out to the wing and the heart-stopping tension of a potentially game-winning kick. The excitement generated by this unique fusion of skill, stamina and strength is often as intense as the bone-jarring tackles flying in on the pitch.

EA SPORTS™ RUGBY brings the world of top-flight international rugby into your home and onto your PlayStation®2 with incredible realism, playability and action. Proving that rugby isn't just a game of brute strength, but one of tactics and skill, *EA SPORTS™ RUGBY* lets you use real game tactics on the fly. The Dynamic Team Control™ game strategy system allows you to change the way your team plays mid-game, at the touch of a button.

Hone your skills and finely tune your Set Piece techniques in Training Mode, put your tactical acumen to the test in a Friendly match and then take on the best in one of the three most prestigious tournaments in the game.

Setting Up the Game

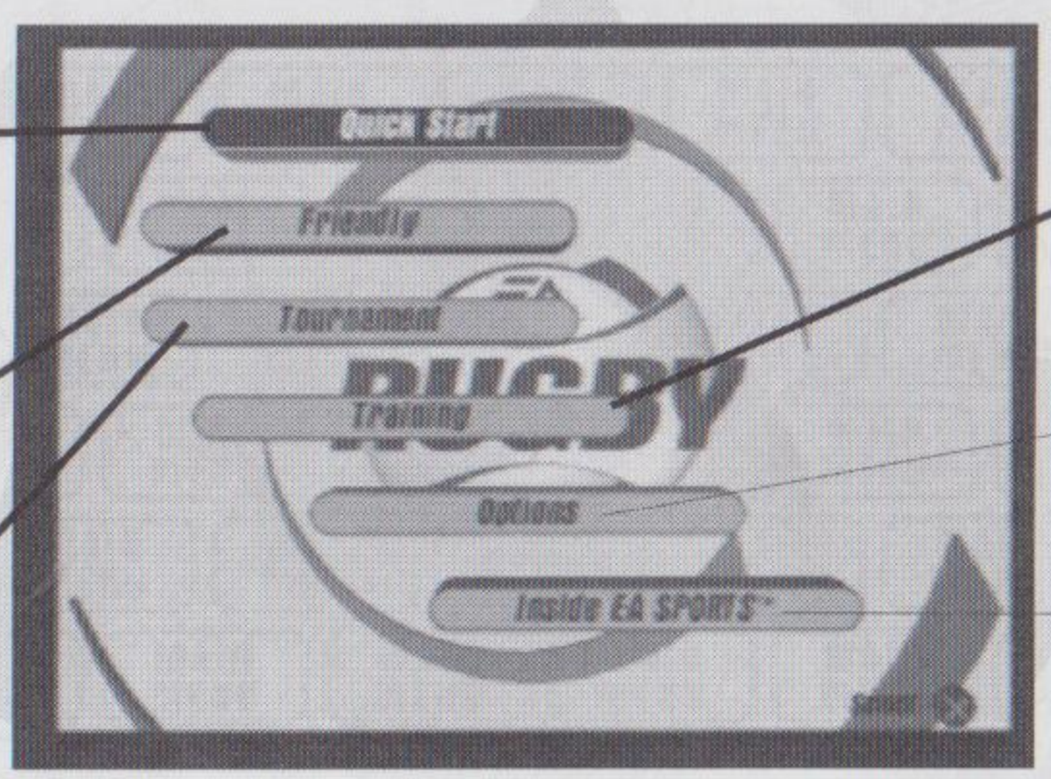
Main Menu

From the Main Menu, you can choose the type of game you want to play, access a variety of game options or get the inside line on EA SPORTS. Directional button **UP/DOWN** to highlight an option and press the ✖ button to select it.

Get onto the turf as quickly as possible (see *Quick Start* on p. 5).

Play a game with any two teams in *EA SPORTS™ RUGBY* (see *Friendly Matches* on p. 18).

Lead your national team to greatness in one of rugby's premier international competitions (see *Tournaments* on p. 21).



Take a crash course in rugby and brush up on different parts of the game (see *Training* on p. 23).

Change game settings to suit your preferences (see *Options* on p. 24).

Check out trailers for other great EA SPORTS titles and view the credits list for *EA SPORTS™ RUGBY.*

Note: Pressing the ✖ button during the transition between screens takes you straight to the new screen.

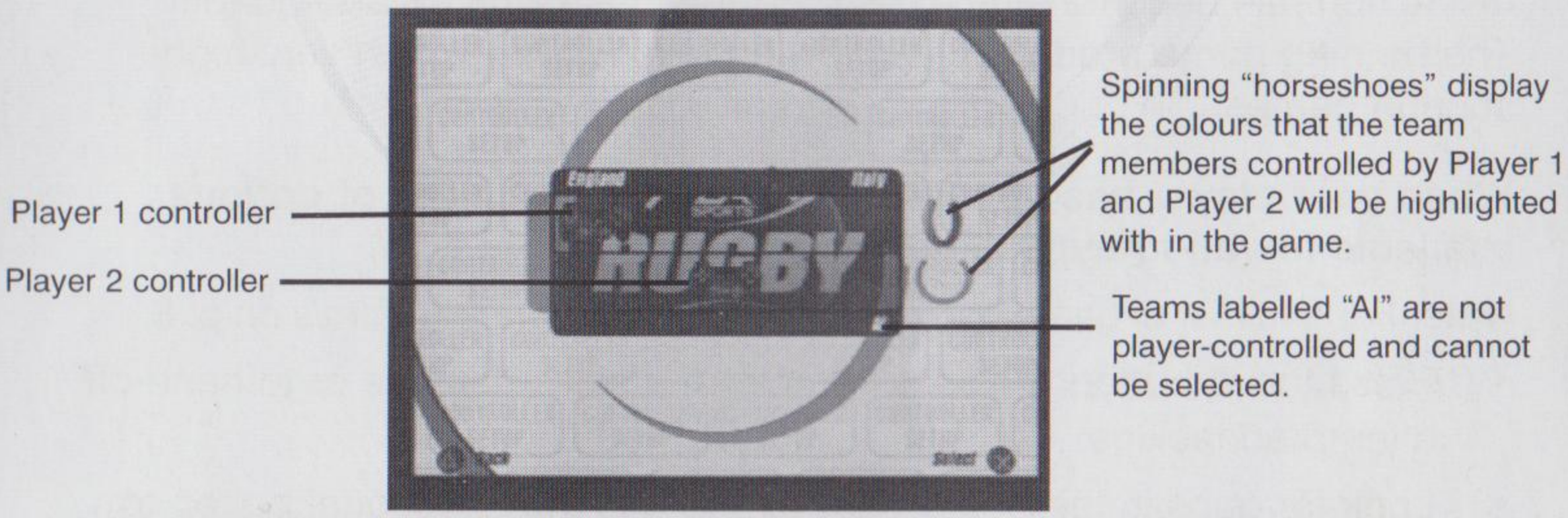
Quick Start

Select QUICK START from the Main Menu to play a game between England and Australia. In the Controller Setup screen, directional button **LEFT/RIGHT** to move the on-screen controller to the team you want to control (see *Controller Setup Screen* on p. 5) and press the ✖ button to play.

Note: England v Australia is the default Quick Start match. Once you have played a Friendly between two other teams, they, along with the selected Match Environment options (see *Match Environment Screen* on p.19), become the default.

Controller Setup Screen

The Controller Setup screen allows you to select which team you wish to control and how many players are playing on each player-controlled team.


Player 1 controller
Player 2 controller
Spinning "horseshoes" display the colours that the team members controlled by Player 1 and Player 2 will be highlighted with in the game.
Teams labelled "AI" are not player-controlled and cannot be selected.

Note: Whether it is labelled "AI" or not, a team without an on-screen controller underneath it when you exit the screen will be controlled by an AI opponent. Therefore, if both controllers remain in the central position, you will only be able to watch the match as an observer.

- To play a one-player match against an AI opponent, directional button **LEFT/RIGHT** to move your on-screen controller under the team you wish to control.
- To play a game with players opposing each other, first make sure both teams are player-controlled. Then, Player 1 and Player 2 must directional button **LEFT/RIGHT** to move their on-screen controllers under different teams.
- To play a two-player co-operative game, directional button **LEFT/RIGHT** to move the two on-screen controllers under the same team.

Note: While the game loads, game controls, hints and tips are displayed on-screen.

Game Statistics

At half time and full time in matches, a screen appears showing the game statistics for both teams as well as the individual players. Consult this to see who scored your points and who won the most line-outs and tackles.

Tactics

The Running Game

If your team has fast-running backs and sure-handed players, the best way to score is to make sure the forwards feed the ball quickly to these experts. Dummies, feints, sprinting and hand-offs are the key elements of the lightning-fast running game. For years this style of play was termed "Southern Hemisphere" rugby, thanks to the skill that the New Zealand and Australian teams exhibited. Recently however, this geographical distinction has become blurred as other nations catch up and adapt. The running game produces fast-flowing, exciting and often very high-scoring games.

When your player has possession, there are a number of options available to you to bypass defenders:

Note: For a full list of game controls, see *Complete Game Controls* on p. 8.

- Press the ● button to sprint away from a static defence or to hand-off attempted tackles.
- Look for gaps in the defensive line and use the directional button to wrong-foot the opposition by quickly changing the direction in which you are running.
- Change the direction of your passing by swapping between using the **R1** and **L1** buttons.
- Bypass receivers on your team by pressing the **R1** or **L1** button up to three times in succession. For example, two quick presses of the **R1** button makes the ball carrier pass to the second player on his right, bypassing the nearest receiver. This is a good way of quickly moving the ball and using the overlap to outflank the opposition.

Note: The number of times you have to press the **R1** button/**L1** button to pass to a supporting player is indicated by the number of markers under him.

- Confuse tacklers by throwing a "dummy"—the name given to a move when a player feints to pass in one direction but then holds onto the ball. To do this, press the **R1** button and, before the ball is released, the **L1** button (or vice versa). The longer you wait before pressing the second button, the more convincing the dummy is.

The Kicking Game

The kicking game is a game of percentages that relies upon forcing the opposition to make errors. It is best employed by teams with capable kickers and a heavy pack. A kicker will often kick the ball into the opposition's territory while his forwards use their strength to recover it. Good kickers can also put the ball into touch close to the opposition's goal, thus placing the defending team under an enormous amount of pressure. Drop-goals and penalties—resulting from forced mistakes from the opposition—further bolster the armoury of teams using the kicking game.

Kicking For Touch

Generally a good method of gaining ground, kicking for touch has a number of different consequences depending upon the type of kick and how the ball leaves the field (i.e. whether it bounces before crossing the touchline—indirectly into touch—or leaves the pitch "on the full"—directly into touch).

TYPE OF KICK	INDIRECTLY INTO TOUCH	DIRECTLY INTO TOUCH
Kick In open play/free kick (within 22-m line)	Territorial gain only	Territorial gain only
Kick in open play/free kick (outside 22-m line)	Territorial gain only	No gain
Penalty	Territorial/Possession gain	Territorial/Possession gain

Note: If you gain possession of the ball outside your 22-metre line, then run behind it and kick directly to touch, no ground is gained.

Note: If the ball is carried out of play, a line-out is awarded to the opposition. If it is thrown out, a free kick is conceded by the team in possession.

Complete Game Controls

When playing *EA SPORTS™ RUGBY*, controls perform different actions in a match depending upon the current phase of play. For example, different options are available to you when you have the ball in open play and when you are involved in a ruck or a maul. The tables below explain which controls come in to play during these different periods of the game.

Note: Press the **START** button to pause the game.

Open Play

General Moves

ACTION	CONTROL
Run	Directional button **UP/DOWN/LEFT/RIGHT**
Sprint	Hold ● button
Defensive Touch Down /Dive on ball	**R2** button

With the Ball

ACTION	CONTROL
Pass left or right	**L1** button/**R1** button
Dummy	**L1** button, then **R1** button before ball is released (or vice versa)
Punt or Drop kick	✖ button
Up-and-under	■ button
Grubber kick	▲ button
Contest tackle	Tap ✖ button (when being held)
Hand-off	● button
Try	Any button (when within diving distance of the opposition's in-goal area)

Note: You can contest a smother tackle by repeatedly pressing the ✖ button.

***EA SPORTS* Tip:**
Try attempts can fail if opposing players are too close to the ball carrier.

Without the Ball

ACTION	CONTROL
Pick up ball	Run over loose ball
Soccer kick (loose ball)	▲ button
Tackle	✖ button
Change controlled player	■ button

Kicking in Open Play

When kicking during open play, tap the appropriate button to snap-kick the ball or hold it down for a slower move that gives the kicker more time to aim at his target.

***EA SPORTS* Tip**:
If the ball carrier is eligible to kick and is close enough to attempt a goal, a rugby posts icon appears on the screen. Any punt kick at this point becomes a drop-kick at goal.

Note: This applies to punts/drop-kicks, up-and-unders and grubber kicks.

To perform a grubber or soccer kick, press the ▲ button (for a soccer kick, make sure you have the ▲ button held down before you reach the ball or the player will pick it up).

***EA SPORTS* Tip**:
The smaller the marker, the more accurate the kick and the easier it is to pinpoint where it is going to land.

Alternatively, an up-and-under can be achieved by pressing the ■ button. In order to get on the end of the kick, follow the bounce marker, indicated by a red circle on the pitch.

The Mark

When a stationary player cleanly catches the ball behind his own 22-metre line from an opponent's kick (not a kick-off), he is awarded a free kick to clear his team's lines.

Note: If the directional button is being pressed when the receiving player catches the ball, play continues without a mark being called. If it is not, the mark is automatically called.

Note: The player who catches the ball and calls for the mark must take the resulting kick.

Set Play Kicks

ACTION	CONTROL
Kick	✖ button
Elevation increase/decrease	▲ button/■ button

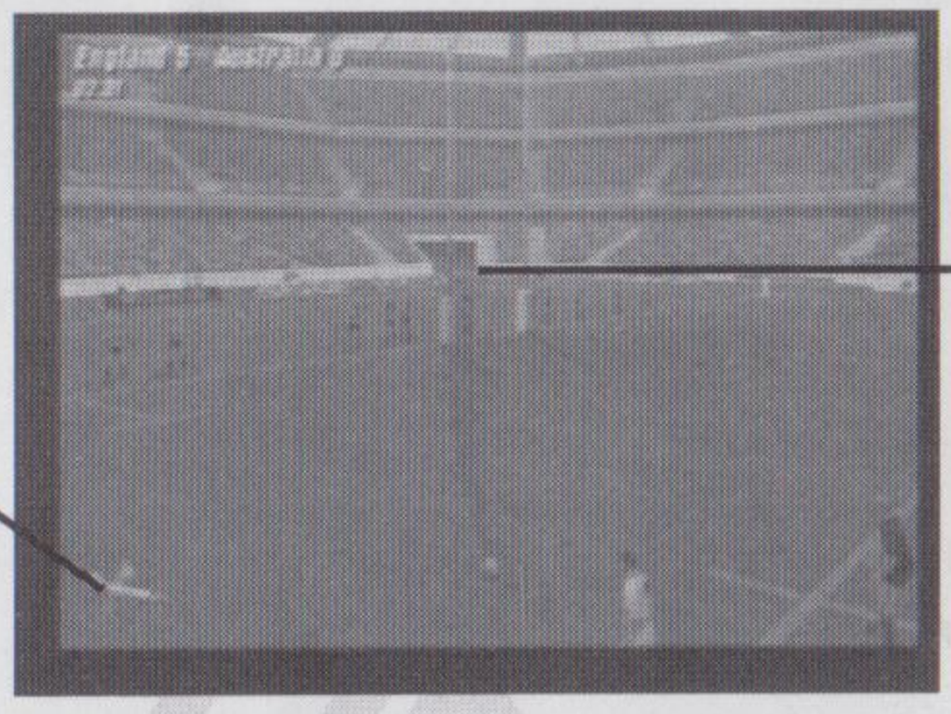
Note: "Set Play" kicks refer to kick-offs, drop-outs and punts resulting from penalties and free kicks.

Set Play Kicks At Goal

ACTION	CONTROL
Kick	✖ button
Elevation increase/decrease	Directional button **UP/DOWN**
Rotate left/right	Directional button **LEFT/RIGHT**
Velocity increase/decrease	▲ button/ ■ button
Curl kick left/right	**L1** button/**R1** button

Note: The kicking target pulses in Set Play situations, allowing you to aim a kick with increased accuracy. Simply press the ✖ button when the target is at its smallest for maximum accuracy. The rate at which the target pulses is relative to the kicking player's abilities. The better the player's kicking ability, the slower the target pulses, giving you more time to make sure your kick is accurate.

***EA SPORTS* Tip**: Wind conditions can affect the flight of the ball, so don't be surprised if high kicks occasionally get blown off course.



Wind direction/speed (direction is indicated by the direction the sails are facing/speed is represented by the speed the sails are turning)

Flight arrow (showing direction/elevation/curl/ length of kick)

Kicking can look fairly complicated at first. For a kick at goal, there are five steps to follow in order to hit the target:

1. Directional button **LEFT/RIGHT** to position the flight arrow and aim the kick.
2. If you wish, you can change the curl of the ball by pressing the **L1** button/**R1** button.
3. Change the length of the kick by pressing the ▲ button (increase length) or the ■ button(decrease length).
4. Directional button **UP/DOWN** to adjust the elevation of the kick.

Note: All of the above adjustments can be made up to the point where the kicker makes contact with the ball.

5. Kick the ball by pressing the ✖ button.

***EA SPORTS* Tip**: All kicks have a slight curl to the left or the right depending on which foot the kicker uses.

Tap Kicks

ACTION	CONTROL
Tap, pick up and run forwards	**✖** button
Tap, pick up and pass left/right	**L1** button/**R1** button

Pack Play (Scrums, Rucks & Mauls)

ACTION	CONTROL
Pack push/dig	Directional button **UP/DOWN**
Wheel left/right (scrums only)	Directional button **LEFT/RIGHT**
Put-in (scrums only)	**✖** button
Rake (scrums only)	**▲** button
Pick up & pass left/right (scrums/rucks only)	**L1** button/**R1** button
Pick up & run left/right (scrums/rucks only)	**L2** button/**R2** button
Pass/hand back (rucks/mauls only)	**▲** button
Bind (rucks/mauls only)	**●** button

Gaining Possession in Pack Play

Raking is the best method of winning possession of the ball in scrums. When the ball is raked (dragged back), it is automatically transferred to the back of the scrum by your forwards, allowing the scrum-half to pick it up and use it. It is especially important to rake when involved in scrums against the head (when the opposition puts the ball in).

Similarly, the best way of gaining or retaining possession when rucking or mauling is to hand the ball back to the receiving player. This "recycling" of possession allows the game to continue flowing.

To rake or hand back, press the **▲** button.

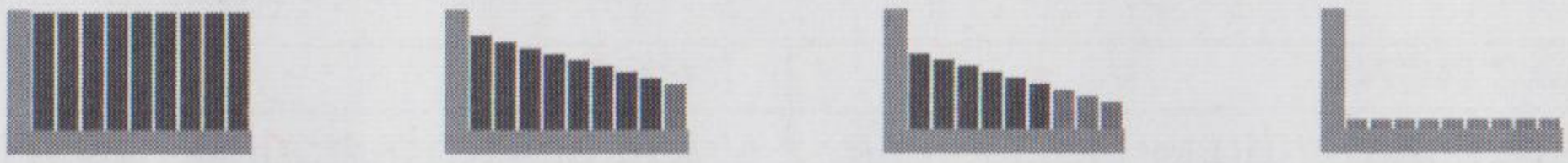
Pack Power

To gain territory, or sometimes possession, in scrums, rucks and mauls, your forwards must push. During these Set Plays, bar graphs automatically appear to show how much energy is being expended by both packs. You can use these to work out when to push and when to dig in.

When players bind together the bar graph fills, indicating the push power available:

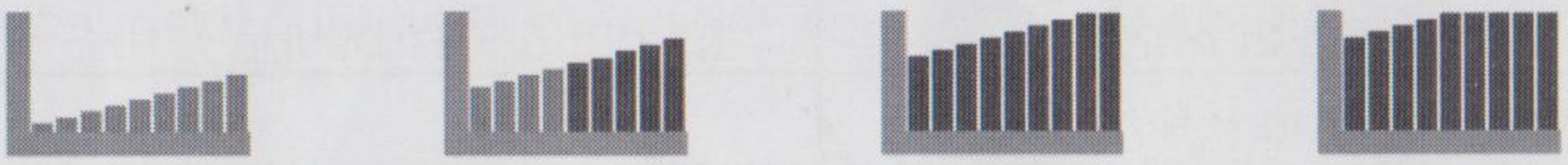
Note: To add more of your players to rucks and mauls, press the ● button.

Directional button UP to make the pack push and the strength level falls, eventually turning red:



Note: Don't let the energy bar empty, otherwise it will take a long time to refill and the opposition pack could win the ball while you're waiting for your forwards' energy levels to recover.

To replenish this energy, directional button DOWN to dig in:



Note: The best tactic is to mix pushing and digging in.
Note: Keep a close eye on the opposing pack's energy bar and time your pushes when it starts to fall.
Note: You must keep the ball moving when in a maul or your team will be penalised.

Wheeling the Scrum

You can "wheel" to control the point where the ball exits a scrum. For example, if you have possession and are near the goal line, you can wheel it to one side so your scrum-half has less distance to dive over for a try. Alternatively if the opposing pack has possession you can wheel the scrum up to 90 degrees in order to make the ball more accessible to your players when it exits or manoeuvre it so that the opposing scrum-half receives the ball in an area where it is difficult to set up an attacking move.

Line-Outs

ACTION	CONTROL
Throw	✖ button/▲ button/■ button/● button
Catch	✖ button
Tap-out	▲ button

Challenging in Line-Outs

Offensive Line-Outs

Note: For an explanation of line-outs, see *Glossary* on p. 28.

After selecting a Set Play to use for the line-out (see *Dynamic Team Control* on p. 13), the players in the line-out are highlighted one at a time. To select a player to throw the ball to:

1. Press the ✖ button, ▲ button, ■ button or ● button when the desired player is highlighted. The Hooker prepares to throw the ball.
   - To change the receiver while the ball is in flight, directional button **UP/DOWN**.
2. Press the ✖ button to make your player attempt to catch the ball or the ▲ button to make him attempt to tap it out to a player outside the line-out (sometimes indicated in the Set Play).

Defensive Line-Outs

As with offensive line-outs the players in the line-out are highlighted while your opponent chooses who to throw the ball to. When the intended receiver has been selected:

1. Directional button **UP/DOWN** to select the player in your team you wish to challenge for the ball.

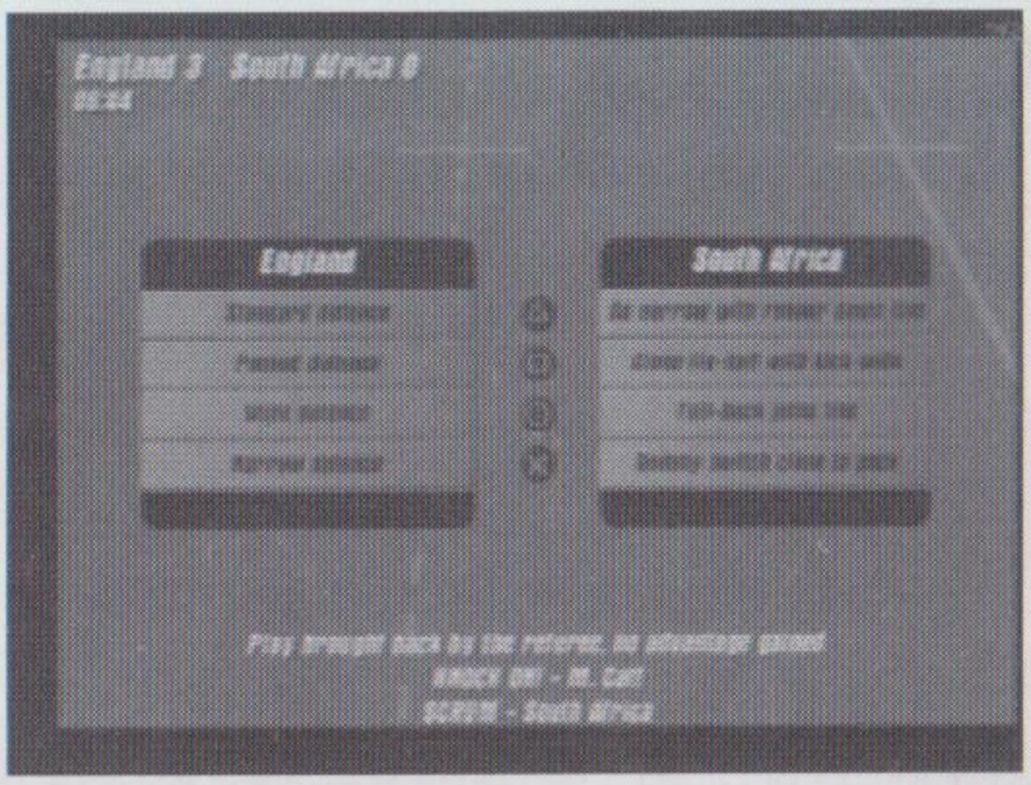
Note: When defending line-outs, it is a good idea to select a catcher one man in front of the opposition's receiver to increase your chance of intercepting the ball.

- Directional button **UP/DOWN** to react to your opponent's late changes.

2. Press the ✖ button or the ▲ button to attempt to catch the ball or tap it out to a team-mate.

Dynamic Team Control™

Set Plays are the tactics that your team uses in line-out and scrum situations during a game. They can be controlled using the Dynamic Team Control. There are eight offensive line-out Set Plays, eight offensive scrum Set Plays, four defensive line-out Set Plays and four defensive scrum Set Plays in *EA SPORTS™ RUGBY*. You can select the offensive Set Plays you wish to use in a match before kick-off (see *Selecting Offensive Set Plays Before The Match* on p. 14).



During a match, the Dynamic Team Control (DTC) display (Above)appears when you need to choose a Set Play.

It contains the list of available Set Plays for the current situation. Each play can be selected by pressing a button, indicated on-screen. Press the relevant button to select the play you want your team to carry out.

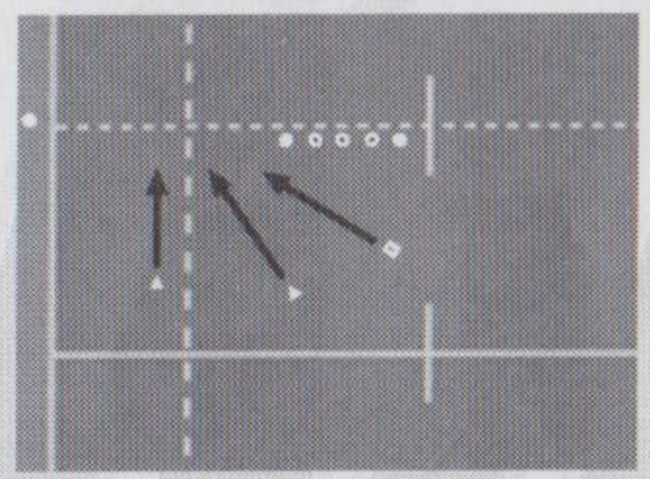
Note: If you don't press a button, your team's default Set Play is used (the default offensive Set Play is always the one listed first on the Squad Select screen).

Selecting Offensive Set Plays Before The Match

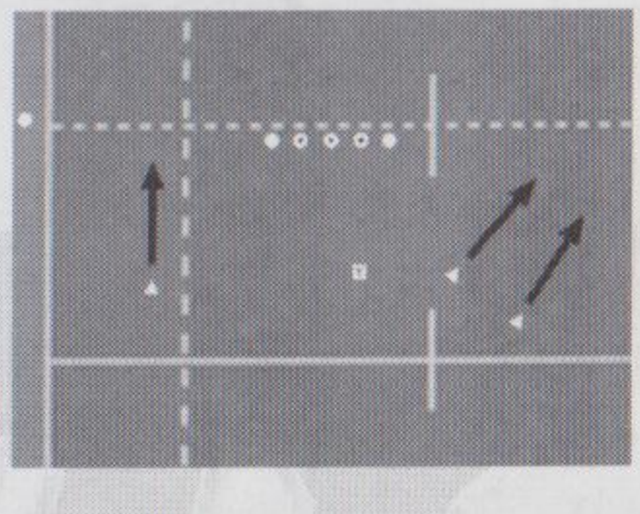
It is important to select the right blend of Set Plays for your team (see *Squad Select Screen* on p. 19). Each team selects four of each type of offensive Set Play before a match. The offensive and defensive Set Plays available in *EA SPORTS™ RUGBY* are displayed below.

Offensive Line-Out Set Plays

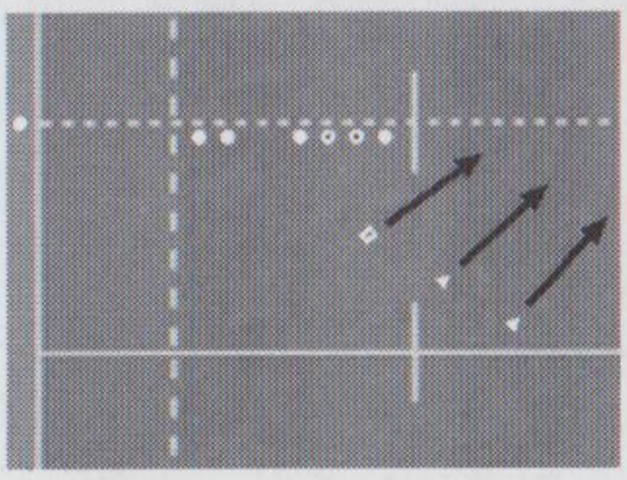
5 Man at Rear Dash Front



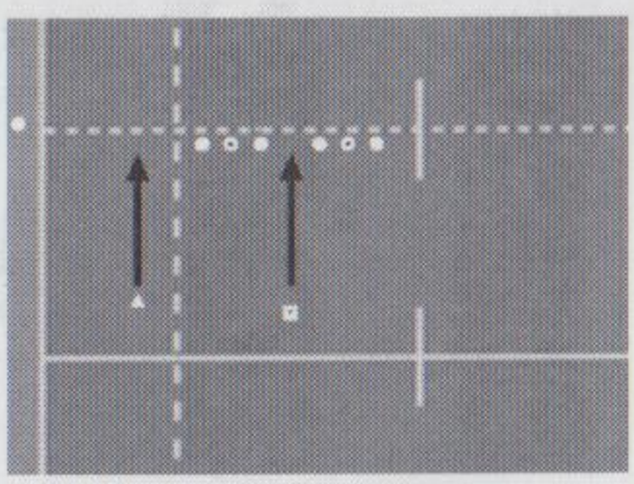
5 Man Split Run



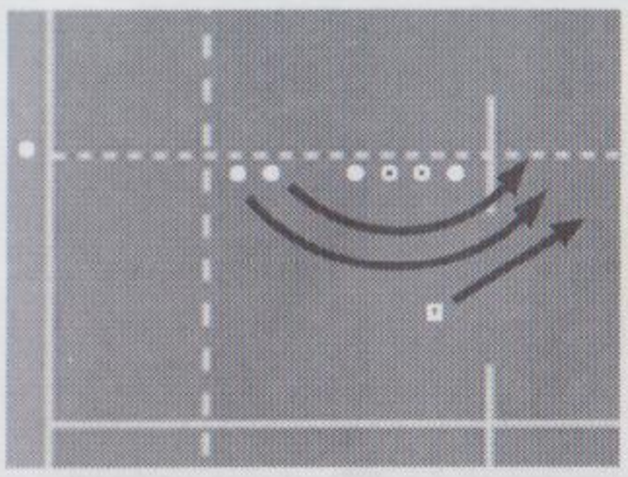
6 Man - Gap Front Tap to Line



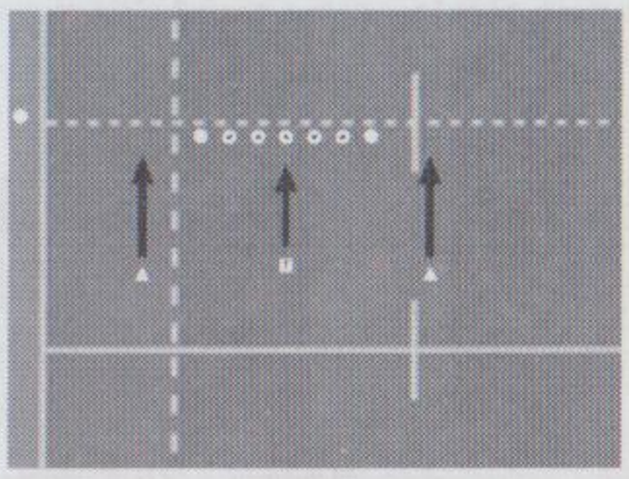
6 Man - Gap Middle 2 Peel for Tap



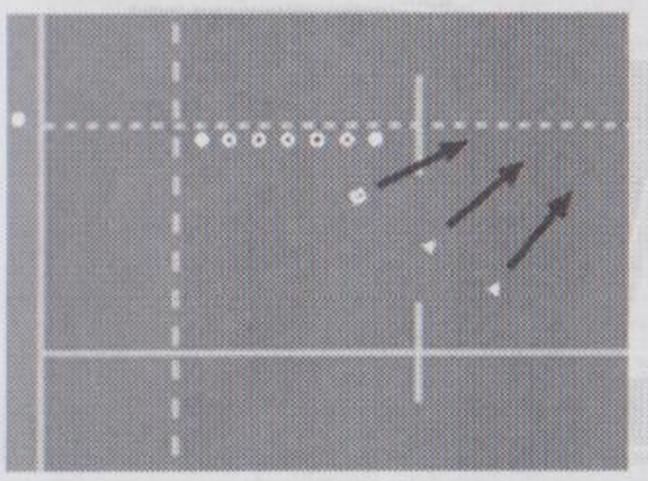
6 Man - Gap Front Peel



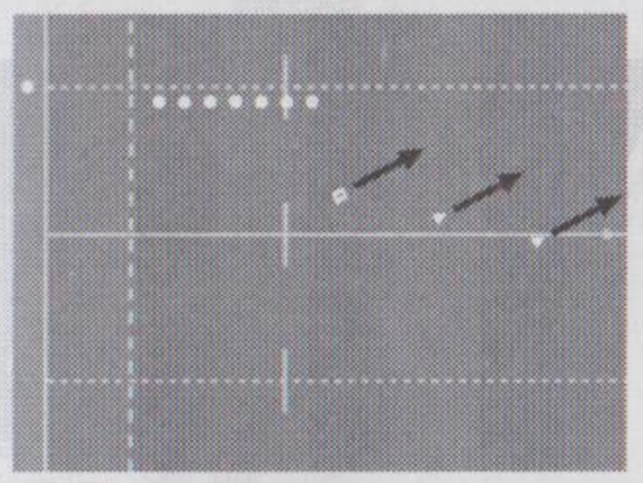
7 Man Defensive



7 Man Standard

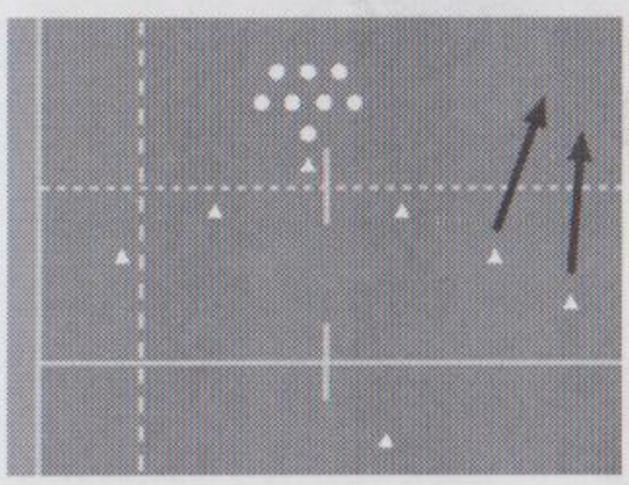


7 Man Go Wide

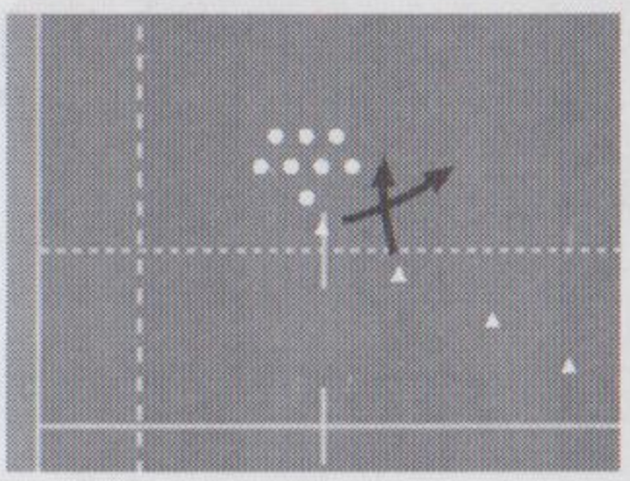


Offensive Scrum Set Plays

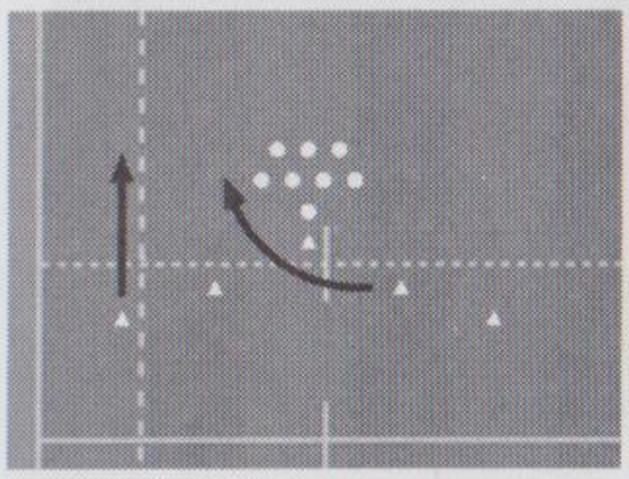
Close Fly-Half with Kick Wide



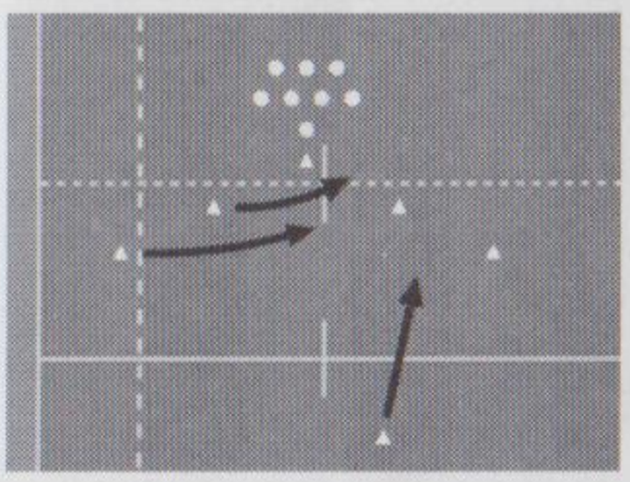
Dummy Switch Close to Pack



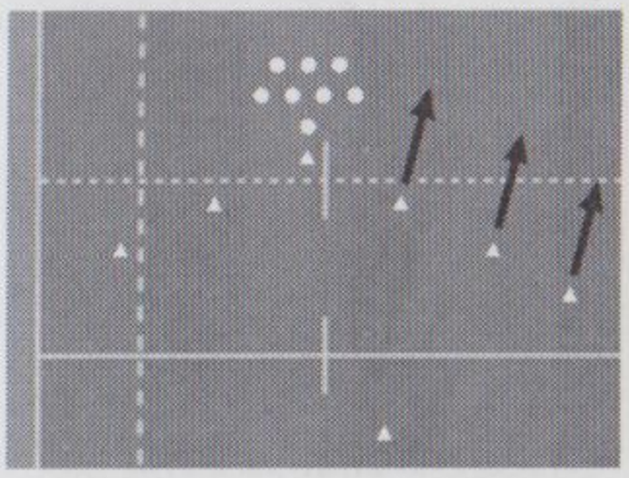
Go Narrow with Runner Down Line



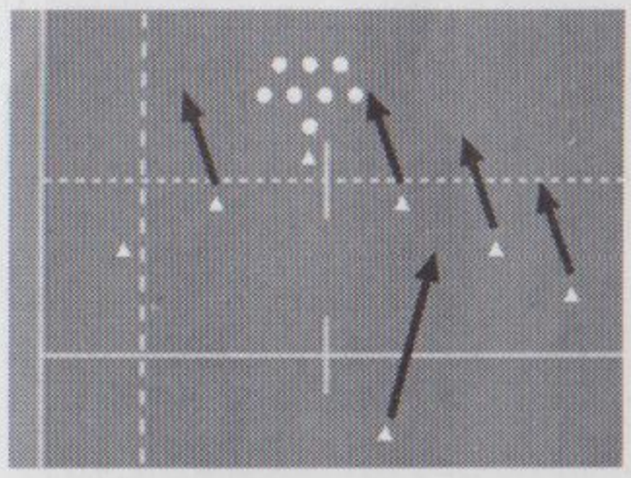
Gamble Go Wide with Switch



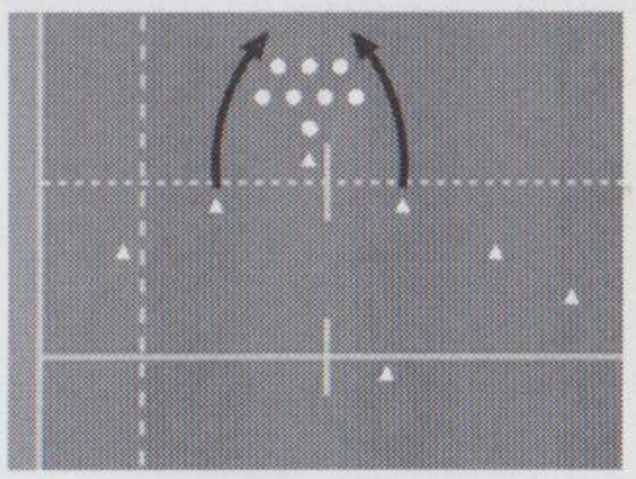
Line Pulls Central



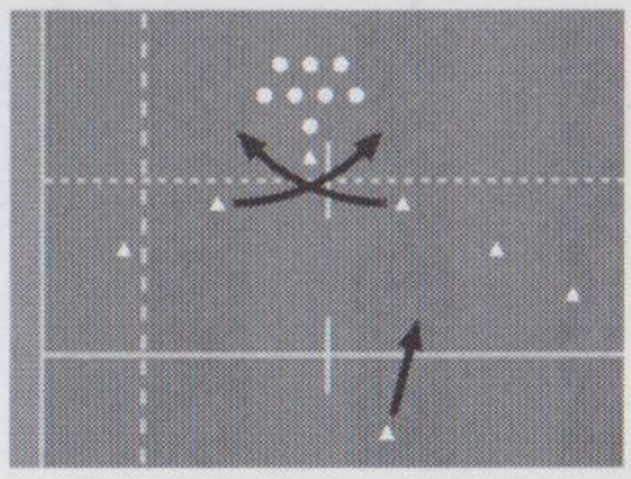
Full Back Joins Line



Runners for Kick Behind Pack



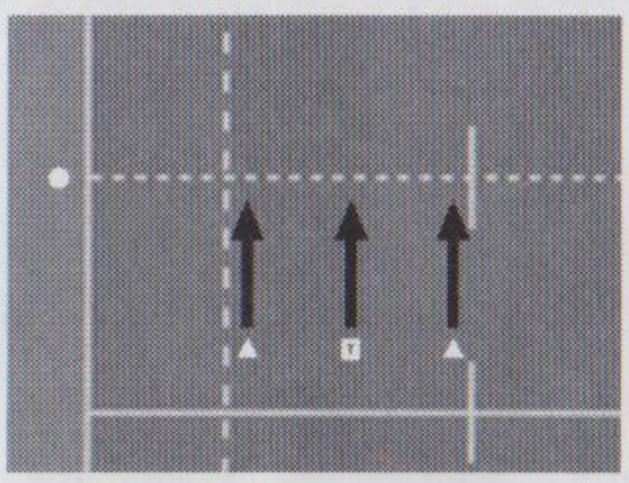
Switch Central Full-Back Joins



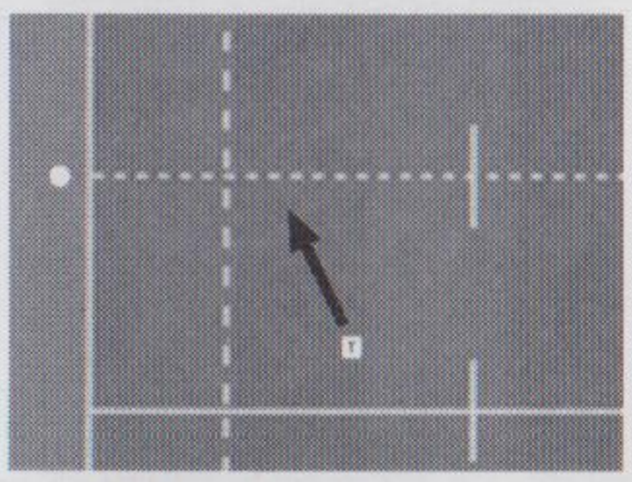
Note: Due to differing tactics, training and expertise amongst rugby-playing nations, not all teams in *EA SPORTS™ RUGBY* have access to the whole range of offensive Set Plays.

Defensive Line-Out Set Plays

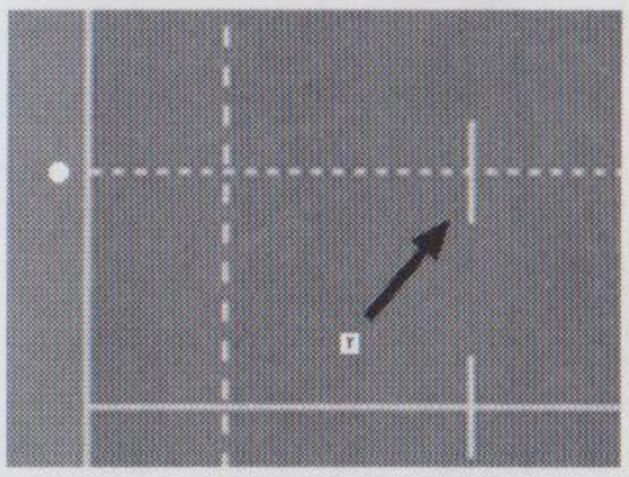
Standard Defence



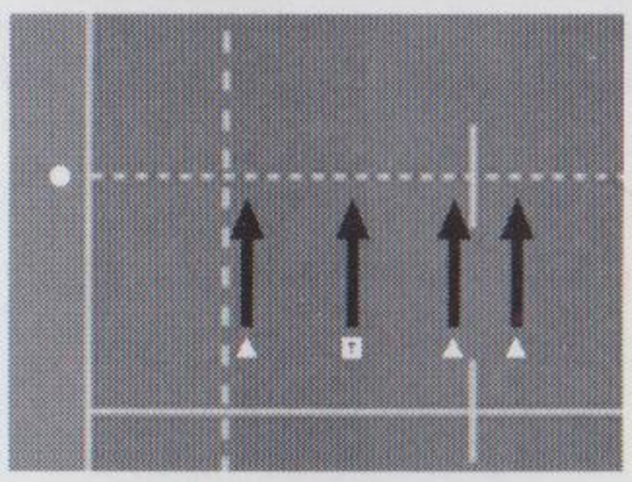
Touchline Defence



Centre Defence

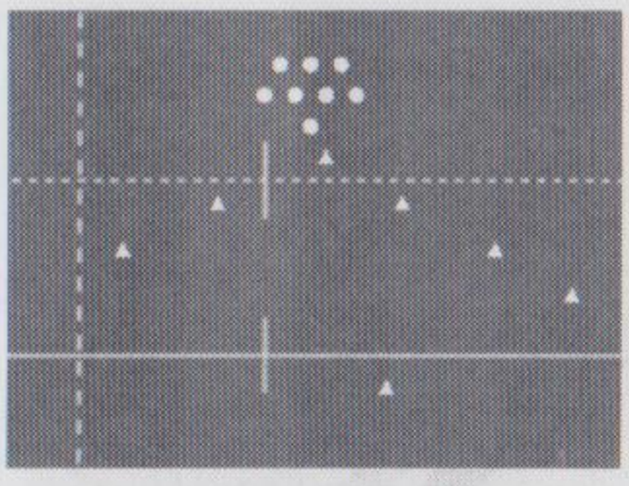


Kick Defence

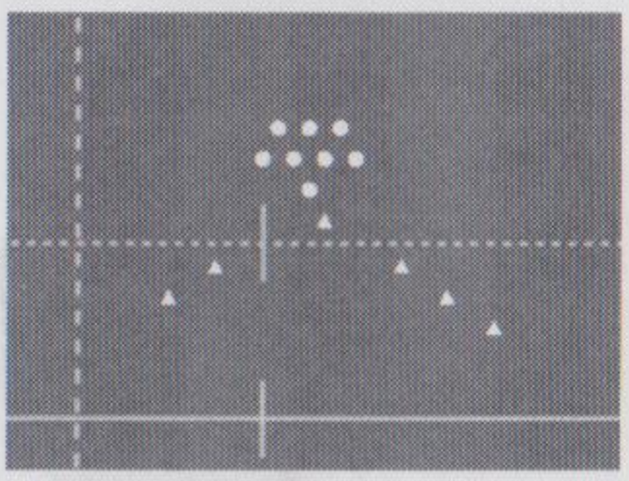


Defensive Scrum Set Plays

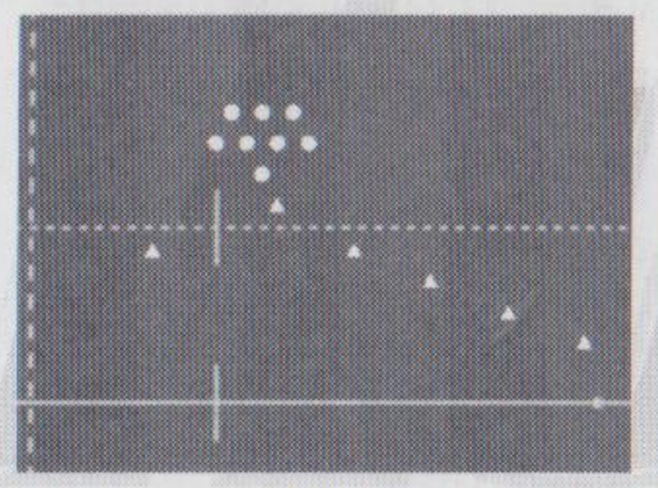
Standard Defence



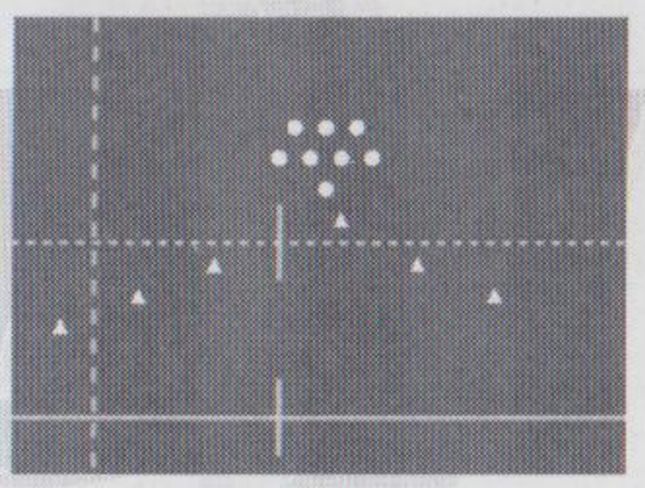
Packed Defence



Wide Defence



Narrow Defence



Dynamic Team Control & Rules Infringements

If your opponents infringe the rules of rugby, play is stopped and you are awarded a penalty. The options for your penalty vary according to the infringement and the state of play at the time. Press the relevant button to choose an option. Your players position themselves automatically to take maximum advantage of the penalty.

Pause Menu

Press the **START** button during a match to access the Pause menu. Directional button **UP/DOWN** to highlight one of the following options and press the ✖ button to select it.

RESUME GAME: Return to the action.

RESTART GAME: Begin the current match again.

Note: This option is not available in Tournaments. In Training Mode, it is replaced by BACK TO TRAINING MENU.

VIEW REPLAY: Watch a replay of the match in progress (see *Replay Controls* on p. 25).

CAMERA SELECTION: Select your preferred view when playing the game. Directional button **UP/DOWN** to choose from **OPEN PLAY REAR CAM**, STADIUM CAM, SIDE CAM, SIDE HIGH CAM and OPEN PLAY SWING CAM. Then press the ✖ button to confirm your choice.

STATISTICS: This option allows you to review the match statistics for all players in both the teams. Directional button **LEFT/RIGHT** to cycle through the playing positions and compare opposing players' performances.

SUBSTITUTIONS: You may make up to 7 substitutions during a game. Use the directional button to highlight the player in the current lineup you wish to replace and press the ✖ button to select him, then select the player in the Subs list you want to bring into the match in the same way. Select DONE to return to the Pause menu. To change your currently assigned kicker, highlight the player you wish to select as your new kicker and press the ● button. The kicker's position tab is highlighted in red.

Note: When one of your players is injured during play, the Starting Lineup and Subs lists automatically appear during the next break in play. The injured player is indicated by red text. To replace him, simply directional button to choose a substitute to come into the game, press the ✖ button and select DONE.

CONTROLLER CONFIGURATION: This allows you to review the button functions in the game. Directional button **UP**/**DOWN** to view the whole list and press the ✖ button, ▲ button or **START** button to return to the Pause menu.

GAME OPTIONS: Choosing this takes you to the Game Options screen (see *Options* on p. 24), where you can adjust selected match options, depending upon what mode you are in.

EXIT GAME: Quit the current game and return to the Main Menu.

Note: Some of the above options are not available in certain aspects of Training Mode.

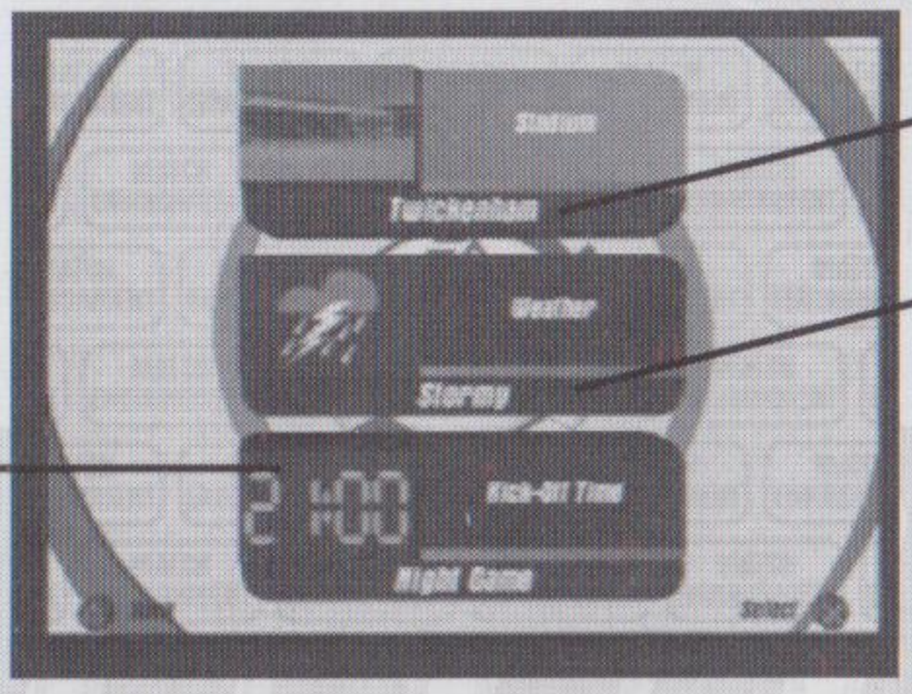
Friendly Matches

To play a Friendly match between any two teams in *EA SPORTS™ RUGBY*, select FRIENDLY in the Main Menu and follow these steps:

1. In the Team Select screen, directional button **UP**/**DOWN** to select the first team. The highlighted team's statistics, along with a brief summary of their capabilities, appear on-screen.
   - You can adjust the difficulty of a Friendly match by increasing (**R1** button) and decreasing (**L1** button) the competing teams' performance levels. For instance, you can reduce the difficulty of a match by decreasing your opponent's performance level and/or increasing your own (performance levels range from –30% to +50%).
2. Directional button **LEFT**/**RIGHT** to highlight the opposing side and repeat step **1** to select a team. Press the ✖ button to continue. The Match Environment screen appears (see *Match Environment Screen* on p. 19).
3. Select STADIUM, WEATHER and KICK-OFF TIME options and press the ✖ button to continue. The Controller Setup screen appears (see *Controller Setup Screen* on p. 5).
4. Directional button **LEFT**/**RIGHT** to select the team(s) you wish to play for and press the ✖ button. The Squad Select screen appears (see *Squad Select Screen* on p. 19).
5. When you're happy with the team Starting Lineups, Substitutes list and Set Plays, select PLAY MATCH to start the game.
   - If two players are playing on opposing sides, both players must select PLAY MATCH before the game can start.

Match Environment Screen

Directional button **UP/DOWN** to select an aspect of the match environment and directional button **LEFT/RIGHT** to cycle through the available options.

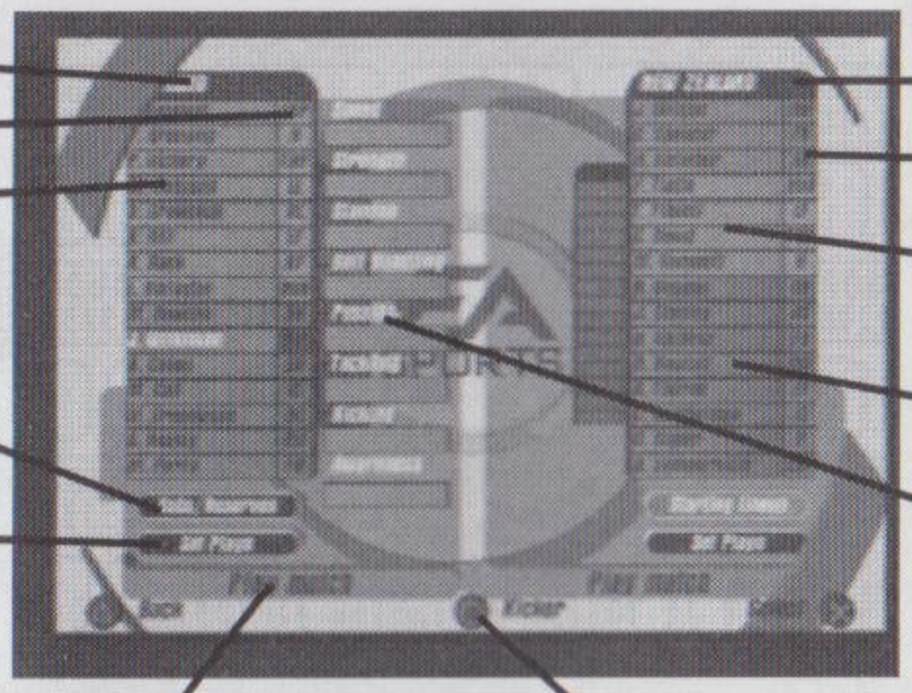


Choose one of 23 grounds in 7 countries.

Select a weather condition from the 4 available.

Decide what time of day you want the match to be played. Both day and night games are available from the 19 times on offer.

Squad Select Screen



Home Team

Positions

Players

Select to toggle between Starting Lineup and Subs/Reserves

Select to adjust offensive Set Plays

Select to begin match

Select to make highlighted player your team's kicker

Away Team

Substitute Back

Substitute Forwards

Reserves

Abilities of highlighted player

Player Lists

The Squad Select screen displays the Starting Lineups and the Substitutes and Reserves lists of both teams involved in the match. Forwards are displayed within orange tabs, backs are shown in purple while reserves appear in blue tabs.

Note: You cannot replace forwards with backs and vice versa.

Viewing Player Stats

To view the abilities of a player in your team's Starting Lineup, directional button **UP/DOWN** to highlight his name. Power bars appear showing the player's statistics. In order to highlight a Substitute or Reserve, select SUBS/RESERVES and directional button **UP/DOWN** to select him.

Note: You can also use the **L1** button to switch between the Starting Lineup and the Subs/Reserves list.

Changing the Starting Lineup

If you want to swap a player's position in the Starting Lineup, press the ✖ button to select him, then select the player currently occupying the desired position. The two selected players swap positions.

Changing the Kicker

To change your currently assigned kicker, highlight the player you wish to select as your new kicker and press the ● button. The kicker's position tab is highlighted in red.

Moving Players Between Lists

In order to replace a player in the Starting Lineup with a Substitute or Reserve or to move players between the Substitutes and Reserves lists, highlight one of the players you wish to swap and press the ✖ button, then do the same with the other player. The players swap between lists.

Note: During a game, only players listed as Substitutes are available to replace other players. If you leave a player in the Reserves he can't be used as a Substitute during play.

Set Plays

You can change your team's offensive Set Plays by selecting SET PLAYS, below the STARTING LINEUP-SUBS/RESERVES button.

The Set Plays list allows you to choose the offensive Set Plays your team will execute when involved in line-outs and scrums - the two occasions when the run of play and ball possession can change quickly, and often dramatically, in a rugby match. Set Plays and their effects are described in *Dynamic Team Control* on p. 13.

Each team must select four line-out and four scrum offensive Set Plays for use during the match. These can be selected from a list of eight of each kind.

To change your Set Plays:

1. Select SET PLAYS in the Squad Select screen.
2. Directional button **UP**/**DOWN** to highlight one of the line-out or scrum Set Plays.
3. Directional button **LEFT**/**RIGHT** to change the highlighted play.
4. Select DONE to return to the Squad Select screen.

Tournaments

Select TOURNAMENT in the Main Menu and press the ✖ button to choose one of three international competitions (below) to take part in or to load a previously saved competition from your memory card (8MB) (for PlayStation®2). See *Loading Tournaments* on page 27 for further information.

World Championship

Set out to claim the ultimate prize in rugby union. The World Championship is contested by all the rugby-playing nations. It has two stages. In the first phase, teams in five groups play each other once. The five group winners go through to the knockout stage automatically, while the five runners-up in each group and the third-placed team with the best overall record play three play-off matches. The winners of these three matches also take their place in the second phase.

The tournament concludes with three rounds of knockout matches (quarter-finals, semi-finals and final) until a single victorious team emerges as the World Champions.

VI Nations

Take part in this annual European competition that includes England, Scotland, Wales, Ireland, France and Italy. Each plays the other teams in the competition once (home one year and away the next) and the side that gains the most points over their five games is crowned the VI Nations Champions.

As well as the main prize, there are a number of other titles to aim for—the victor in the match between England and Scotland wins the Calcutta Cup, any of the "home nations" sides (England, Ireland, Scotland and Wales) that achieves a perfect record against the other three wins the Triple Crown and teams that win all their games in the tournament achieve the coveted Grand Slam.

Tri Nations

Contest this prestigious southern hemisphere tournament, featuring the national teams of Australia, New Zealand and South Africa. The three teams play each other twice, home and away, in order to gain the best record. The team with the most points after their four matches wins the competition.

Within this framework, the Australian and New Zealand teams also battle it out for the Bledisloe Cup. The team with the most wins after their two confrontations wins the cup (if they win a game each, the cup is retained by the holder).

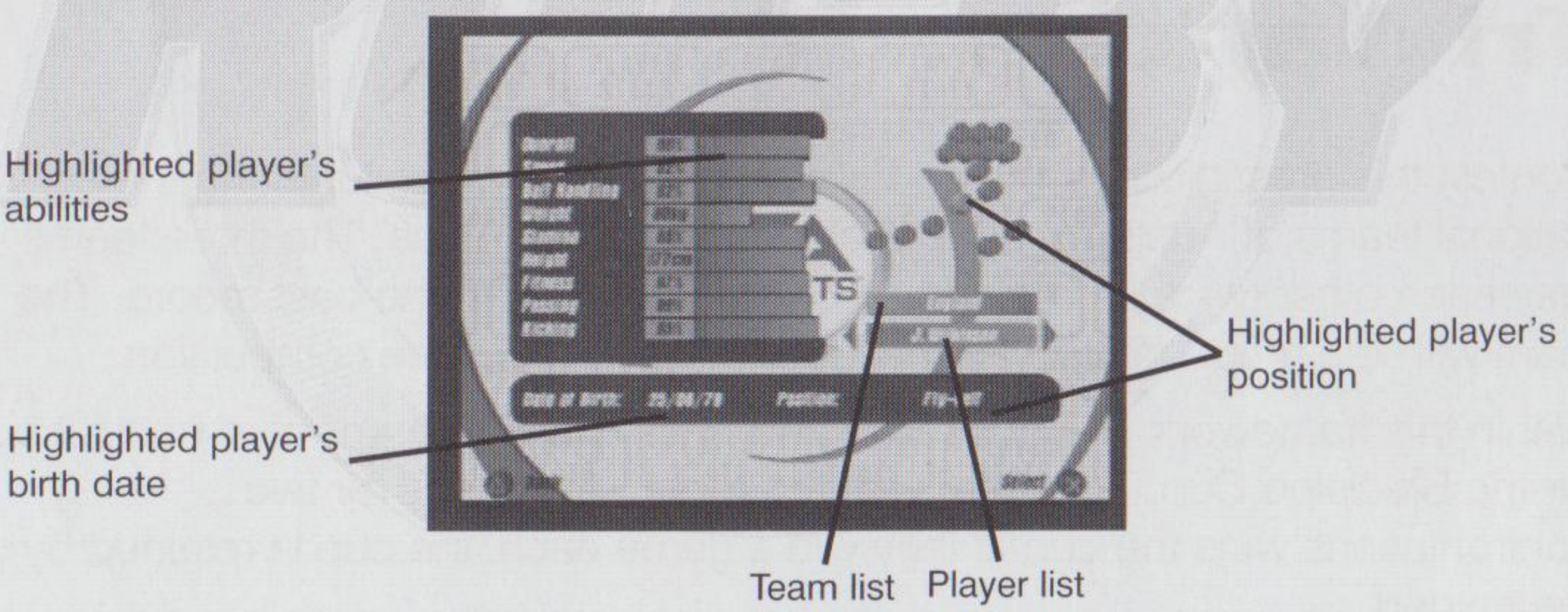
To take part in a Tournament:

1. Select WORLD CHAMPIONSHIP, VI NATIONS or TRI NATIONS in the Tournament Select screen, depending upon which competition you wish to take part in. The Team Select screen appears.
2. You are presented with a list of all the teams taking part in the competition. Directional button to highlight and view the statistics of competing teams and use the ✖ button to select the teams you wish to have under player control. The remainder are controlled by 'AI' opponents.
   - To deselect a team you have selected, highlight it once more and press the ✖ button. The team becomes 'AI' controlled.
   - You can increase and decrease the difficulty of Tournament matches by decreasing (**L1** button) and increasing (**R1** button) your team's performance levels, which range from –20% to +50%. You cannot adjust the performance levels of 'AI' controlled teams.
   - Select STATISTICS to view the personal details of any player in the competition (see *Player Stats Screen* below).
3. Highlight and select DONE to move to the Tables screen (see *Tables Screen* on p. 23), where you can view the next fixtures in the Tournament.

Note: If you are taking part in the World Championship you must select DONE in the Tables screen before you can view the next fixtures.

4. If these matches do not involve a player-controlled team, press the ✖ button and the Fixtures screen appears showing the results. If they do, press the ✖ button, directional button **LEFT**/**RIGHT** to select your team(s) (see *Controller Setup Screen* on p. 5) and press the ✖ button. The Squad Select screen appears (see *Squad Select Screen* on p. 19).
5. Review your Starting Lineup and Set Plays in the Squad Select screen before selecting PLAY MATCH to start the game.
   - If two players are playing on opposing sides, both players must select PLAY MATCH before the game can start.

Player Stats Screen



This screen allows you to review the skills of every player in the current Tournament. To view a player's statistics:

1. Directional button **LEFT**/**RIGHT** to highlight the player's team in the team list.
2. Directional button **DOWN** to highlight the player list.
3. Directional button **LEFT**/**RIGHT** to highlight the desired player.

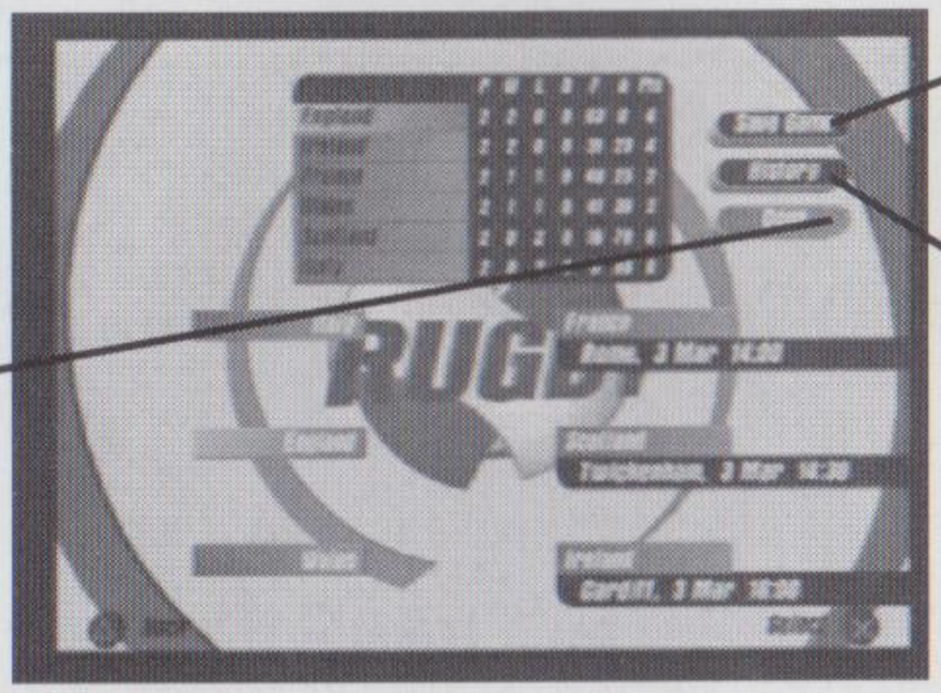
- An on-screen diagram displays the player's on-field position while his stats, strengths and weaknesses are also shown.

4. Press the ✖ button to return to the Team Select screen.

***EA SPORTS* Tip**: You can compare similar players from different teams by simply cycling through the team names in the team list. As you do so, players of the same position (depending upon the position currently selected) from each team appear in the player list.

Tables Screen

The Tables screen charts the progress of every team in the current Tournament as well as allowing you to save the current competition and review the results so far.



Save the current Tournament to a memory card (8MB) (for PlayStation®2). See *Saving & Loading* on p. 26 for further information.

Continue to the next fixtures in the Tournament.

Review the matches played in the Tournament so far as well as future fixtures on the History screen.

Training

Use Training Mode in *EA SPORTS™ RUGBY* to sharpen your skills and increase your tactical understanding of the game. You can concentrate on individual aspects of the game before using your newly acquired knowledge to take on the EA All Stars in a practice match.

To begin Training:

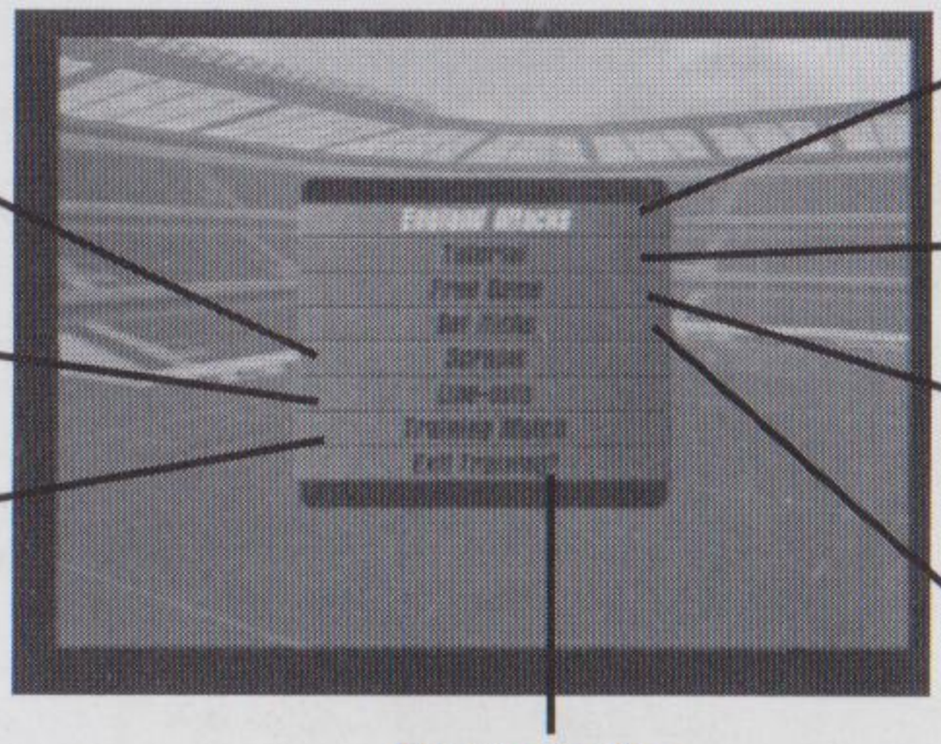
1. Select TRAINING in the Main Menu.
2. Select a team to train with in the Team Select screen and press the ✖ button. The Match Environment screen appears (see *Match Environment screen* on p. 19).
3. Select Stadium, Weather and Kick-Off Time options and press the ✖ button to continue. The Controller Setup screen appears (see *Controller Setup Screen* on p. 5).

4. Directional button **LEFT**/**RIGHT** to select your team(s) and press the ✖ button. The Squad Select screen appears (see *Squad Select Screen* on p. 19).
5. Review your Starting Lineup and Set Plays in the Squad Select screen before selecting PLAY MATCH to start the game. The Training Menu appears (see *Training Menu* on p. 24).
6. Directional button **UP**/**DOWN** to select the aspect of play you wish to work on and press the ✖ button. After completing this training the Training Menu appears once more.

- Select EXIT TRAINING? to return to the Main Menu.

Training Menu

Select areas of the game you need information on or practice in from the Training Menu.


Increase your proficiency in the scrum.
Train in line-out situations.
Piece together everything you have learned so far and take on the EA All Stars Training Team in a match.
Select between training in attacking or defensive play.
Practice the individual aspects of the game.
Practice your skills during open play (training ends when the ball goes out of play).
Hone your goal-kicking skills.
Return to the Main Menu

Options

Note: Default settings appear in **bold** in this manual.

The Options screen allows you to alter game settings to suit your own playing preferences. You can configure the following options:

GAMEPLAY/AUDIO (directional button **UP**/**DOWN** to highlight a choice and directional button **LEFT**/**RIGHT** to alter it):

AUTO REPLAY: Choose **ON** to enable automatic in-game replays or OFF to allow only manually selected replays.

INJURIES: Select OFF to make it impossible for players to pick up injuries. The default is **ON**.

VIBRATION: Select **ON** to enable the vibration function of the analog controller (DUALSHOCK®2) or OFF to disable it.

HALF LENGTH (MINS): Decide how long you wish games to last. You can select half-lengths of 2, 4, **6**, 8, 10, 15, 20, 30 or 40 minutes.

SPEECH VOLUME (%): Adjust the volume of the in-game commentary (0-100). The default is **70**.

SOUND FX VOLUME (%): Alter the volume of the game's sound effects from 0-100. The default is **70**.

CROWD VOLUME (%): Change the crowd volume between 0 and 100. The default is **70**.

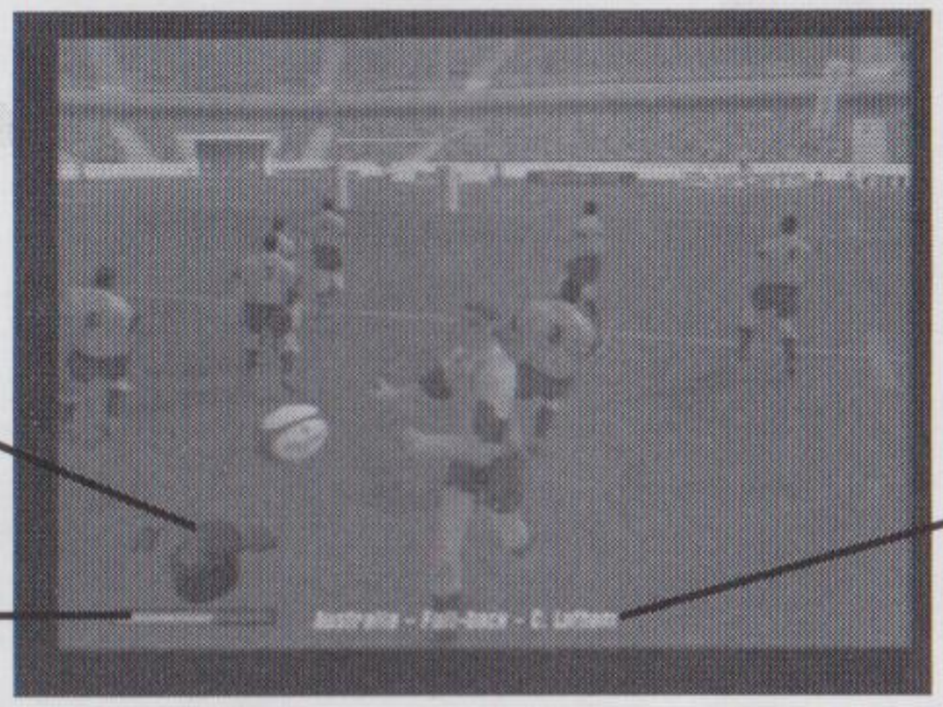
MUSIC VOLUME (%): The music volume can be adjusted between 0 and 100. The default is **70**.

GAME CONTROLS: Select this option to review the controller buttons and their current command assignments on the Controls screen (directional button **UP**/**DOWN** to view the entire list).

SAVE: Highlight this option and press the ✖ button to save current Options settings onto a memory card (8MB) (for PlayStation®2). See Saving Options Settings on p. 26 for further information.

DONE: Select this option to return to the Main Menu.

Replay Controls


Push the left analog stick **LEFT** to rewind action or **RIGHT** to fast forward
Current stage of replay sequence
Subject of replay

The Replay function in *EA SPORTS™ RUGBY* allows you to watch match action from any angle, allowing you to concentrate on a particular player or a specific aspect of play.

REPLAY FUNCTION	CONTROL
Rotate camera	Right analog stick **LEFT/RIGHT**
Tilt camera	Right analog stick **UP/DOWN**
Forward	Left analog stick **RIGHT**
Rewind	Left analog stick **LEFT**
Rewind one frame	**L1** button
Forward one frame	**R1** button
Fast rewind	**L2** button
Fast forward	**R2** button
Go to start of replay	Directional button **LEFT**
Go to end of replay	Directional button **RIGHT**
Play speed x1/x2 toggle	✖ button
Centre camera on ball	▲ button
Centre camera on players in order	● button
Centre camera on players in reverse order	■ button
Zoom in	Directional button **UP**
Zoom out	Directional button **DOWN**
Return to Pause menu	**START** button

Saving & Loading

Saving Options Settings

To save Options settings in *EA SPORTS™ RUGBY*:

1. Select SAVE in the Options menu.
2. Directional button **LEFT/RIGHT** to highlight YES and press the ✖ button to confirm your choice.
3. Press the ✖ button once more to return to the Options menu.

Saving Tournaments

You can save your Tournament progress in *EA SPORTS™ RUGBY* in the Save Game screen. To do so:

1. Select SAVE GAME in the Tables screen. The Save Game screen appears.
2. Directional button **UP/DOWN** to highlight the saved game slot on MEMORY CARD slot 1 or MEMORY CARD slot 2 that you wish to save the current Tournament to and press the ✖ button.

3. Directional button **LEFT/RIGHT** to highlight YES and press the ✖ button to confirm that you wish to use the selected saved game slot.
   - If you choose to overwrite a previously saved game, you must select YES once more to confirm that you wish to replace the existing data.
4. The game saves. Press the ✖ button to return to the Save Game screen.
5. Select DONE to return to the Tables screen.

Loading Tournaments

To load previously saved Tournaments:

1. Select LOAD GAME on the Tournament Select screen. The Load Game screen appears.
2. Directional button **UP/DOWN** to highlight the saved game slot on MEMORY CARD slot 1 or MEMORY CARD slot 2 that you wish to load the saved Tournament from and press the ✖ button.
3. The saved game loads. Press the ✖ button to return to the Load Game screen.
4. Select DONE. The Tables screen of the loaded Tournament appears.

Rugby: A Quick History

Rugby, it is said, is a game for ruffians played by gentlemen. Tradition has it that the game began at Rugby School, a famous public (fee paying) school for young gentlemen in England. During a football match in 1823, so the story goes, William Webb Ellis picked up the ball and ran forwards with it. This was a clear violation of what later came to be called Association Football, but what had been seen as "cheating" at the time proved to be so popular that it led to the game of Rugby Football.

The first set of rules were published by Rugby School in 1846 and in 1871 the Rugby Football Union (RFU) was formed to oversee the game in England. Scotland, Ireland and Wales followed suit before the game spread throughout the British Empire and around the globe.

Rugby Union is hugely popular as a participant and a spectator sport. There are numerous tournaments (the VI Nations and Tri Nations, for example) and longstanding "grudge matches" (such as the Calcutta Cup) that attract vast TV audiences. Top players are highly skilled athletes and, for the most part, fully professional. The game has come a long way from a muddy field at Rugby School.

Playing Rugby: Rules & Tactics

Note: For an explanation of the terms used below, see *Glossary* on p. 28.

The game of rugby is played by 2 teams of 15 players, divided into forwards and backs. The object of the game is to carry the ball over the opposition's goal line and ground it to score a try. The scoring team then has the chance to kick a conversion. A team can also score by kicking drop-goals and penalties.

The team in possession moves the ball forwards by carrying or kicking it. All passes between players have to be back passes. The defending team is allowed to tackle the ball carrier but direct blocks on other players are not allowed. When a player is tackled, unless he managed to pass the ball before he was brought down, the usual result is a maul or ruck. Other "Set Play" methods of contesting possession include scrums and line-outs.

Infringements of the rules are penalised by the referee, although he has a great deal of latitude in whether or not to allow play to continue. If the non-offending team has possession, the referee usually plays an "advantage". However, for the more technical offences such as (deliberate) forward passes and knock-ons, offsides, failing to free the ball in rucks or mauls or collapsing a scrum, the referee simply gives the ball to the opposition at the spot where the infringement took place.

Glossary

General Terms

5-Metre Line (1): A broken line parallel to and measured from each touchline, used to position players for line-outs.

5-Metre Line (2): Just to be confusing, there's also a 5-metre line parallel to the goal line! A scrum is formed on this line when there is any confusion about which team grounded the ball in-goal or when a try is prevented by the ball being held off the ground.

10-Metre Line: A broken line parallel to and measured from the halfway line. At kick-offs the receiving team must be behind this line.

15-Metre Line: A broken line parallel to and measured from the touchline. During line-outs, participating players must line up between the 5-metre and 15-metre lines.

22-Metre Line: A line measured from the goal line. The defending team restarts from this line whenever the ball is kicked or carried out of touch in-goal by an attacking player or after a touch down.

Advantage: The referee awards advantage to a team in possession when the opposing team has committed a minor infringement of the rules. Play continues, but if the team in possession fails to capitalise, the referee stops play and awards a penalty appropriate to the original infringement.

Dead-Ball Line: The line at the back of the in-goal area, beyond which tries are disallowed.

Goal Line: A line at either end of the pitch over which the ball must be grounded to score a try. Just carrying the ball across the goal line doesn't score! The goal posts are located at the centre of this line.

In-Goal: The area at either end of the pitch between the goal line and the dead-ball line. The ball must be grounded in the opponent's in-goal area for a try to be scored.

In-Touch: When the ball goes out of bounds over either touchline, it is in touch.

Mark: To make a mark and win a free kick, a defending player must cleanly catch the ball on or behind his 22-metre line directly from an opponent's kick and shout "Mark!". He is not allowed to do this from a kick-off.

Put-In (✖ button): The act of throwing the ball into a scrum. The ball is thrown into the tunnel formed between the two front lines of forwards. As with a line-out, the ball has to be thrown straight, but the side with the put-in has the advantage and usually retains possession.

Touch Down (**R2** button): Unlike in American football, a touch down is not a scoring play. A touch down in rugby happens when a player grounds the ball in his own in-goal area. This is a defensive move and has two outcomes: if the defending player carried the ball into the in-goal area, a scrum takes place on the 5-metre line whereas if the opposition carried the ball, the defending team kicks the ball from their own 22-metre line.

Touchline: Boundary lines at each side of the pitch, marking the edge of the in-bounds play area.

Tactics

Passing (**L1** button/**R1** button): The ball carrier may pass the ball to any team-mate to avoid being tackled. Only passes that travel backwards are legal.

Dummy Pass (**L1** button swiftly followed by **R1** button or vice versa): The ball carrier pretends to throw a pass in an attempt to deceive the opposing team.

Handing-Off (● button): The ball carrier may fend off an opponent with his open palm and his arm held straight, thus stopping him from succeeding with a tackle.

Tackle (✖ button): A ball carrier is tackled when an opponent brings him to the ground. A tackle must be below shoulder height and shirt pulling is not allowed. The ball carrier must immediately release the ball and cannot throw, kick or otherwise pass the ball once he is downed. The ball can be recycled by a team-mate.

Smother Tackle (✖ button): This occurs when a ball carrier is caught by the opposing team but held upright rather than dragged to the ground. In this situation, the ball is less likely to be recycled and the defending team may gain possession.

Ruck: When the ball is loose on the ground, players from both teams bind on one another and attempt to win possession of the ball using their feet to drag and kick it back towards their team. When the ball leaves the ruck it can be passed and open running play starts once more.

Maul: When tackled, a player can start a maul. He turns towards his own goal line and shields the ball while his team bind on him to keep him on his feet and push him towards the opponent's goal line. The ball may be passed hand-to-hand (as always, no forward passes are allowed) and can be passed out of the maul to another player. The opposition do their best to push the ball carrier in the other direction.

Line-out: When a ball goes into touch, each team's forwards line up in two "queues" between the 5-metre and 15-metre lines. Generally, the team that didn't put the ball into touch throws the ball back into play (after a penalty kick to touch, possession is kept by the kicking team), while the forwards try to gain possession. The ball must be thrown straight between the lined-up forwards but can be thrown long or short.

Scrum: A method of deciding possession following a minor rules infringement. Both packs of forwards bind together facing each other and the non-offending team has the put-in. The forwards push and try to gain possession of the ball at their feet and move the ball to the rear of the pack. Once there, the ball is picked up and open running play recommences.

Penalty: The referee may award a penalty against a team that commits a rules infringement. The team who gains the penalty can kick at goal, into touch, force a scrum or just take a kick tap penalty (a nominal kick) to restart the game with possession and then run with the ball. The infringing team must retreat 10 metres and the team in possession must take the kick without excessive delay or a free kick will be awarded against them.

Free Kick: A free kick can also be awarded after a rules infringement. The choices for the non-offending team include those awarded for a penalty apart from that of a penalty kick at goal. As with penalties, the team in possession must take the kick without excessive delay.

Scoring

Try (Any button): A player grounding the ball beyond his opponents' goal line scores a try worth 5 points. One or both of the player's hands must be in contact with the ball when it touches the ground for the try to count.

Conversion (✖ button): After a try, the scoring team can attempt to kick a conversion. This may be taken any distance from the goal line, but must be parallel to where the try was touched down. A successful conversion will earn an additional two points. Like all goal kicks, the ball must go over the crossbar and between the uprights. The kick must be taken without excessive delay or it is forfeited.

Drop-Goal (or Drop-Kick) (✖ button): During open play, the ball carrier may kick the ball at his opposing team's goal. The ball is dropped from his hands and kicked. If the kick is successful it is worth three points.

Penalty Kick (at Goal) (✖ button): When the referee awards a penalty to a team, they may choose to take a kick at goal. The ball is placed where the referee indicates the kick should be taken. A successful penalty kick is worth 3 points.

Kicking

Kick-Off (✖ button): Each half of play commences with a kick-off from the centre of the pitch. The ball must cross the opposition's 10-metre line or the opposing team can either force a retake or put in to a scrum on the centre spot.

Drop-Out (✖ button): This kick from the 22-metre line is awarded when the ball goes into touch beyond the goal line or is touched down by a defending player after the attacking team has carried the ball over the goal line.

Grubber Kick (▲ button): A short kick along the ground taken with the intention of getting the ball past the opposition. The kicker may catch the ball, pick it up and continue running with it or may kick it again. If an opponent gets to the ball first he can do exactly the same thing. The shape of a rugby ball makes this action a bit of a gamble!

Kick to Touch (✖ button): The ball carrier deliberately kicks the ball out of play to prompt a line-out. If the kicker is inside his team's 22-metre line, the ball can be kicked directly into touch. Beyond this line, the ball must bounce at least once before it goes into touch—if it doesn't bounce, the line-out takes place parallel to where the kick was taken rather than where the ball went into touch. The aim is to move the ball towards the opponent's end of the field with a chance of recovering it.

Kick into Space (✖ button): A kick up the pitch into a space sparsely occupied by players. This results in a race for the ball that the kicker hopes his team will win!

Up-and-Under (■ button): A high kick that goes up rather than forwards, while the kicking team rush forwards to get under the ball. The chances of the kicker's team recovering the ball are better with an up-and-under than with a kick into space.

Charging Down: Opposing players can attempt to intercept all kicks apart from penalty kicks. If a player reaches the kicker, he extends his arms and tries to deflect the ball downwards. If this works, the ball is then loose and either team may take possession.

Infringements

Forward Pass: A rules infringement where the ball is passed to a player in front of an imaginary perpendicular line drawn from the touchline to the passer. A scrum is awarded to the opposing team.

Knock-On (or Knock Forward): If a player uses his hand or arm to propel the ball forwards, deliberately or not, it is a rules infringement. The opposing team is awarded a scrum.

Offside: A player is offside when he is ahead of the ball carrier on his team. This is a common rules infringement and is usually ignored if the offside player (a) attempts to get back onside or (b) doesn't get involved in, or interfere with, play. Offside players generally raise a hand to indicate that they are aware of the infringement and don't intend to take part in play until they are back onside.

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